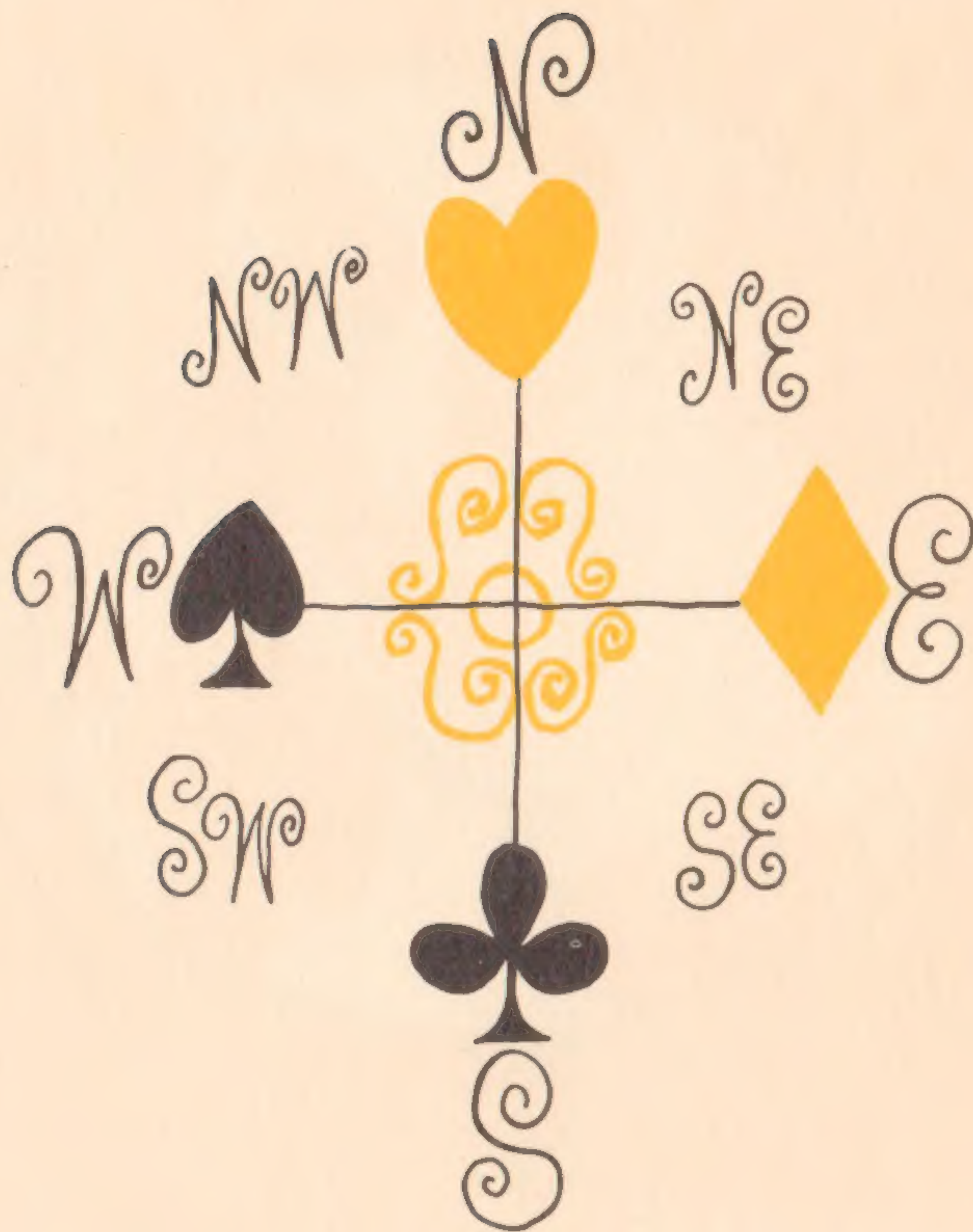


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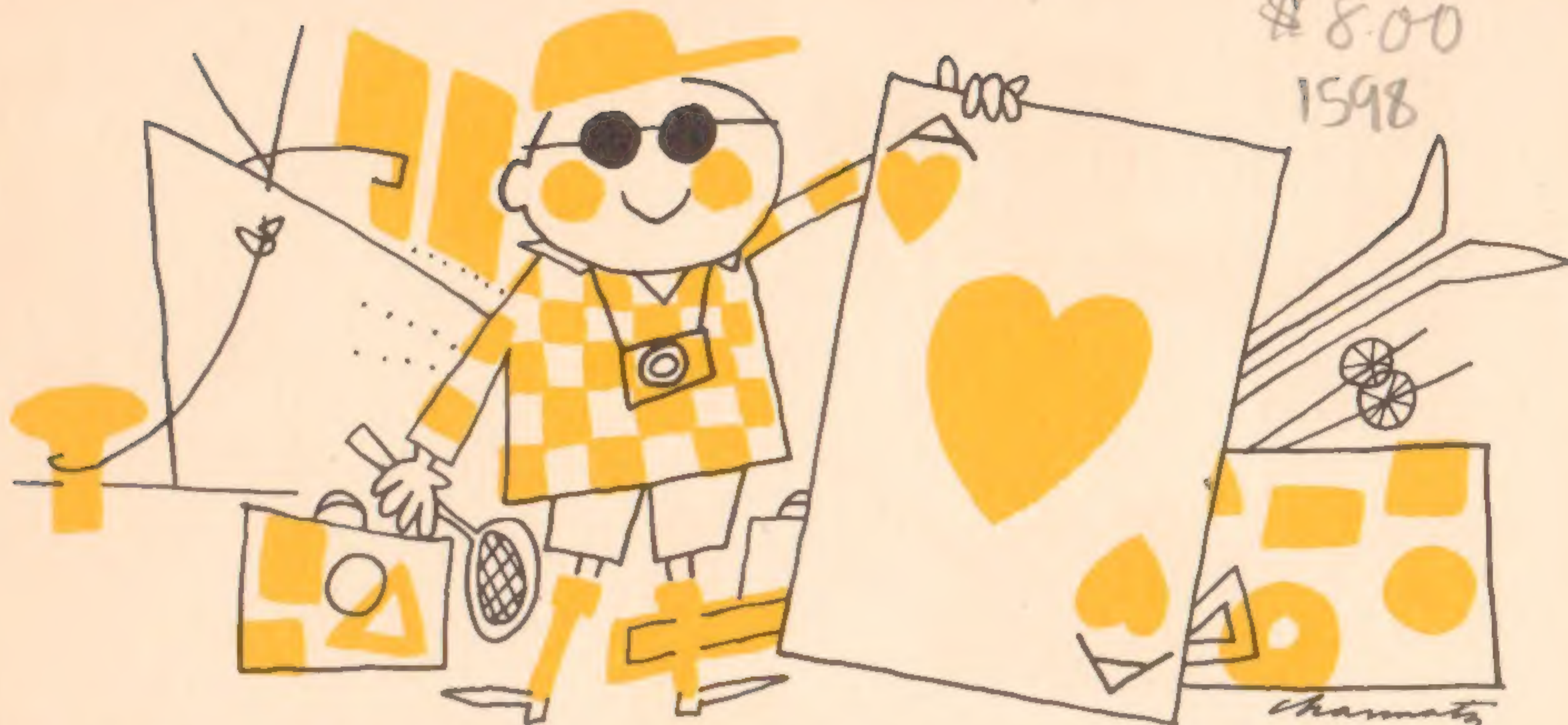
AROUND
THE
WORLD
IN **20** CARD
GAMES



ASSOCIATION OF AMERICAN
PLAYING CARD MANUFACTURERS
420 LEXINGTON AVENUE
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PLAYING CARDS ARE THE TICKET...

to visiting exotic far-off lands via a fast new route. Almost every country in the world has its own special favorite card game, or a game that it invented, or a game flavored (if in name only) by its national atmosphere. And with your own crisp decks of American-made playing cards, you can create at your next card party some of the excitement of "going places." No need to leave home — as the saying goes — to relish the fun and excitement of travel afar! With the right card game, party decorations and refreshments to match, you and your family and friends can fly off to France or to Argentina . . . board a rollicking boat to the Orient . . . whiz to Yankee-land or to Dixie . . . grab a speedy sled to Alaska or a galloping elephant to Africa!

This booklet takes you — a lively hostess — AROUND THE WORLD IN 20 CARD GAMES, with each game related to a different nation or region of the world or section of our own nation. The rules of the games are described just briefly. You'll find complete rules in any Hoyle Rules Book, or you can get more information by writing to the Association of American Playing Card Manufacturers. Equally important and offered here are suggestions for "foreign" card party frills and refreshment menus to make you feel you've really left *here* for *there*.

So pack up (or rather *pick up*) your packs of cards . . . have a happy trip . . . and come back soon!



YE OLDE ENGLAND

Gathered for a spot of cards in England? One pictures the game room of a warm-hearted inn, or Squires and their good wives of a country village gathered at cards by a hearthside while foggy shadows of evening gather and sociability reigns within. Card-playing is centuries old in merrie England, and still rates high as a most jolly sport. What's the favorite game? It might well be:

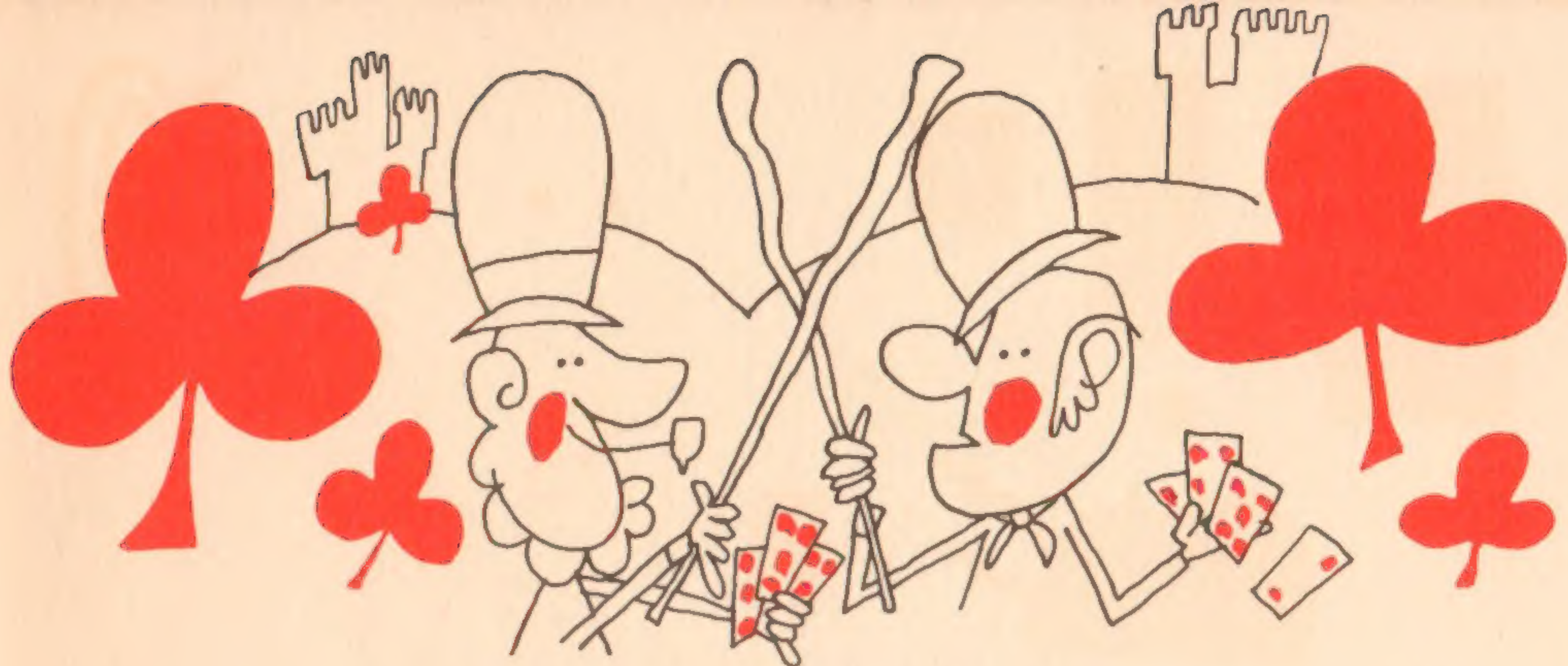
CRIBBAGE...The game can be played by 2 to 4 players with a regular 52-card pack and a cribbage board with pegs for scoring. It is best as a 2-hand game, but 4 players per table — playing and scoring as partners — makes a better party. Cribbage combines the luck of the deal with opportunity for skill in discarding and play.

Invitations: The language of Cribbage is so "English" that a spirited Cribbage party invitation can't resist — "Go, Muggins, Come and Lurch Us Next Friday at Half Past Eight." Suggested notice—a summons on large and proper paper, preferably delivered by a local teen-age "page."

Decorations: Count on the presence of an English tea service and possibly port on the side or ale for the gentlemen. Deck the room with Union Jack flags. Provide each cribbage table with its own coat-of-arms shield painted on cardboard. Make royal crowns of gold paper for the evening's winners, and present prizes like Old English lavender soaps and sachets, or a set of English mysteries.

Refreshments: Fish and chips (deep-fried filets and potato chips); English muffins; English tea with milk; for dessert, a Trifle or "Topsy Pudding"; English toffee and Cheddar cheese.





SHAMROCK-LAND

It's no Blarney about that energizing Irish air. Here is the home of the merry pipers . . . silver-tongued folk (and a few pixies) . . . green, green grass and nary a snake! In Ireland, cards are played in large, convivial groups, all courting the famous Irish luck, and a most popular game is:

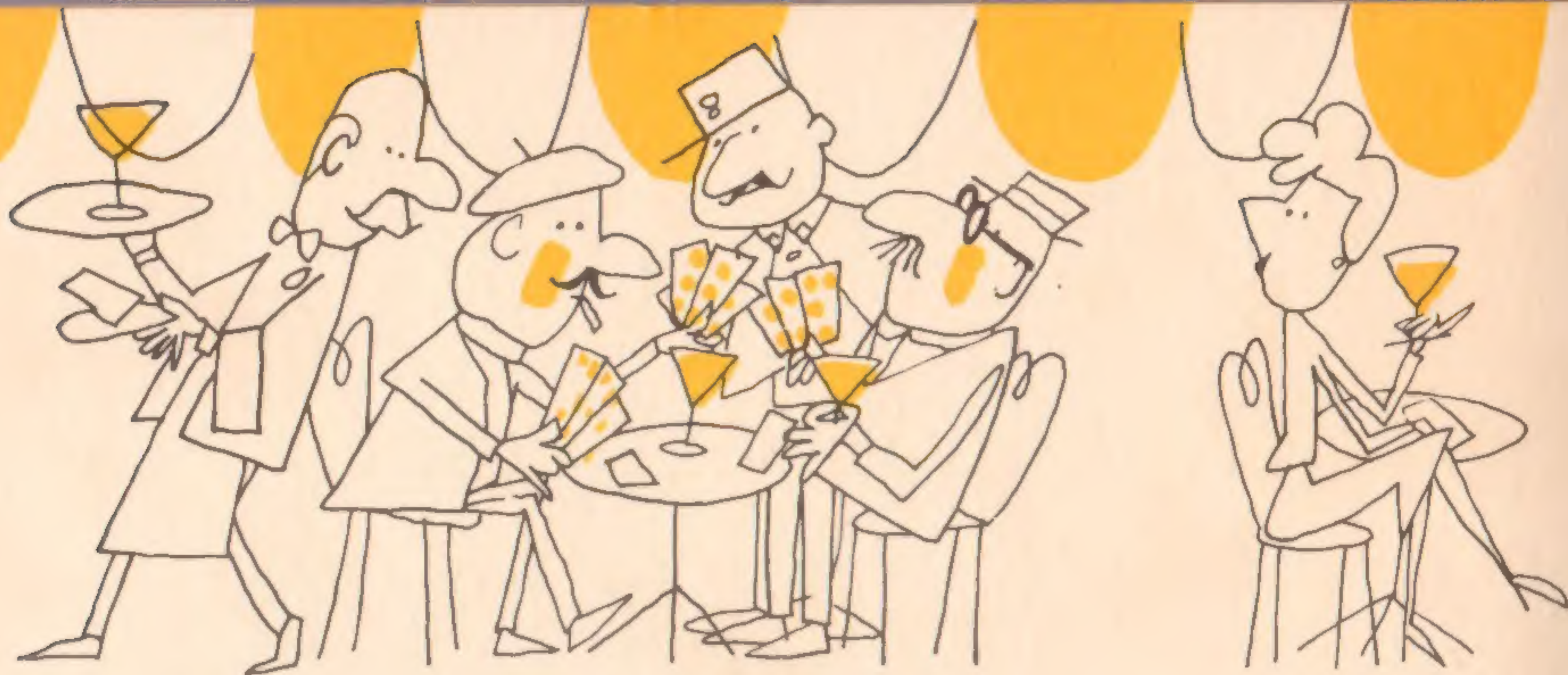
SPOIL FIVE . . . This game is played by as many as 10 players as individuals . . . is best for 5 or 6 to a table. The regular 52-card pack is used. The 5 is highest card in the trump suit, determined by turning the next card in the deck after each player has been dealt 5 cards. Scoring is done with chips.

Invitations: A small pot of shamrock or clover with a tiny sign on a stick makes a perfect invitation to a Spoil Five party. The sign might read — "Spoil Five with Us the Killarney Way. No Shillelaghs Allowed! Signed, the O'_____s."



Decorations: Deck your parlor with as much greenery as possible. Place a large stone on each card table and label it "Blarney." Provide white clay pipes for the men; green head-scarfs for the ladies. Transform a metal coat hanger into a harp-of-flowers, with real strings, for a buffet centerpiece. Give shamrock jewelry as prizes for winners; oranges for losers.

Refreshments: Irish ham; baked potatoes in the jacket with parsley butter sauce; gingerbread; "Irish coffee;" green mints.



LA BELLE FRANCE

Ooh, la, la! The delights of gay Paris and the gourmet pleasures of the French countryside from Normandy to the Riviera are surpassed only by their architectural beauties and that sprightly feeling everywhere. Card-playing is such a native of France that Charlemagne is the reputed original of the King of Hearts. And, speaking of "l'amour," a beloved old French card game is:

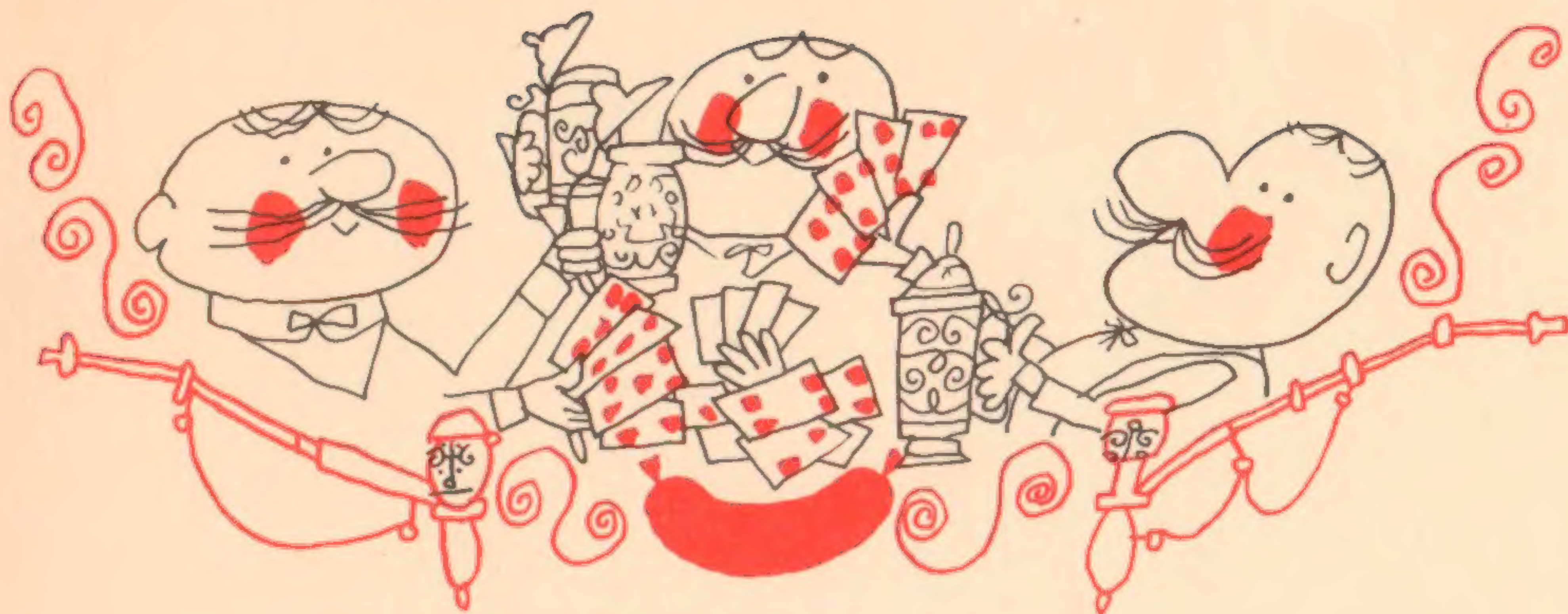
PIQUET... This game is played by 2 players — a possibility for arranging guests in "romantic pairs." A 32-card pack (A down through 7 in the four suits) is used . . . in fact, two such packs alternately. Piquet is most conversational in its declarations throughout the play. A game comprises six deals, and then your guests might draw to make new twosomes.

Invitations: Say it in French — "Carte Blanche Chez Nous?" (borrowing from Piquet language). Or your Piquet party invitation might be gaily inscribed on pages slipped from a French dictionary or photos of France cut from a travel folder.

Decorations: Scent the air with French cologne sprayed from an atomizer. Hang a basket for flowers and colorful vegetables from the side of each card table. Tie a feminine ribbon bow to each table leg. Top the table with a dummy or real bottle of mild French wine and two wine glasses. Use a bold check cloth a la France on the buffet table.

Refreshments: Onion soup with grated cheese and croutons; Beef Burgundy Casserole or Quiche Lorraine; Chocolate Mousse; Demitasse coffee (with a swallow of French cognac); Petits fours; Camembert cheese served on lace paper doilies.





GERMAN WITH GUSTO

Germany spells a certain strength . . . of substantial meals, important music, well ordered households and outspoken amusement. It's a country, too, of magnificent forests, fairy-tale castles and villages, and joyously costumed festivals. And Germans are renowned, perhaps most of all, for the rich hospitality of their family life. Card-playing is a natural part of this, especially if the game is:

SKAT . . . This is the most popular game of Germany, and considered by many the most scientific of all card games. Three to four can play, but only three players at a time. (Four is practical for a Skat party, with the fourth player as dealer — dealing, Skat-fashion, "3-skate-4-3.") A 32-card pack is used (A through 7 in each suit). Since Skat is a bit complicated, a copy of the rules had best be placed at each table. Once learned, it's a consuming game!

Invitations: Search the dime-store for German-made coffee mugs to contain your message — "Achtung! Come for a game of Skat, and bring this cup for something hot . . . It's a rhyme and here's the time: *Date and time of your party.*"

Decorations: Use German travel posters here. Get a German-language newspaper and pleat the pages as edging for your refreshment table. Heap sauerkraut on a centerpiece platter and stud it with daisies on toothpicks. Give a Black Forest cuckoo clock as grand prize; German figurines as smaller prizes.

Refreshments: Sauerkraut and sausages; potato pancakes and applesauce; coffee with whipped cream; sweet pastry or fruitcake; steins of beer for the men; fruit for the ladies on each card table.





O! ITALIANO

Charming Italy sings a serenade of bright skies and warm colors . . . lovely, lazy days and evenings of happy living amidst the wonderful art of centuries past. Just picture a parlor with a balconied view of cypress-laden Italian hills and a panorama of pink and orange architecture. Imagine, too, a chatty evening of cards, Italian fashion, and you'll probably be thinking of:

ZIGINETTE... This card sport is a betting game and can be played by any number. Group your guests around one large table, and let them rotate as dealer at the "dealer's box." A 40-card pack is used — that is, a regular 52-card pack without the 8's, 9's and 10's. In Ziginette, the players "bet" against the dealer on the pairing of cards and on achieving three and four of a kind.

Invitations: "For Sunny Cards — the Italian Way" — inscribe your invitation to Ziginette on bright pastel paper. Roll it up and stuff it in a tube of uncooked manicotti. Decorate the tube with floral stickers. Bits of spaghetti glued to a colorful card might also spell out the news of your Ziginette party.

Decorations: Cover the Ziginette and buffet tables with wallpaper simulating Italian marble. Edge back and sides of the buffet with boxes of flowers. Use straw-covered Chianti bottles as candleholders. Combine breadsticks and artificial flowers in an Italian pottery centerpiece bowl. Transform an Italian macaroni box into a Ziginette dealer's box. Give each guest a different macaroni shape for betting. Italian cheeses and garlic necklaces for prizes.

Refreshments: Antipasto; spaghetti, lasagne or individual pizzas; red wine, perhaps; bisquit tortoni or spumoni; coffee espresso. Cheese and fruit.





CASTLES IN SPAIN

Here are dramatic contrasts — of sun and rain, historic towers and jostling market places, secretive grillwork and talkative balconies, mysterious fragrances and flamboyant dancing. Si! Si! Bullfighting is the national sport of Spain, but cards are another ancient and continuing pleasure. For well over 500 years, Spaniards have played a favorite card game called:

OMBRE (Modern version: SOLO OMBRE)...The name comes from the Spanish word “Hombre” — i.e., the “Man” or high bidder against whom the others play. Plan tables of four, and provide each with a 32-card pack made by discarding all cards below the 7’s from a regular 52-card pack. Supply Ombre rules, too, as cards have definite ranks and six special bids are possible.

Invitations: Trim each invitation to Ombre with mantilla-draped black lace, or surprise each Señor, Señora or Señorita with your Ombre message concealed inside the shell of a Sevilla orange.

Decorations: Net mantillas for the ladies are a “must,” and the men will enjoy bright silk neck scarfs — in place of their neckties. Equip all with Spanish-type head combs to hold Ombre tricks. Screen each card table, if possible, and adorn the screens with black paper cut-out grillwork hung with artificial red roses or oranges. Repeat the same flowers or fruit on card table legs and on the buffet covered with a black net over a vibrant orange cloth. Ombre prizes might be a Spanish recording, a bottle of Spanish sherry, or an abundant supply of Spanish olive oil!

Refreshments: Sherry-flavored orange juice; Paella with saffron rice, or Spanish fish pie in a casserole; whipped cream topped strawberries; black coffee with orange peel; Spanish olives.





AT HOME IN HUNGARY

Hungary can boast of beautiful women, expressive talk and energetic temperament. It also symbolizes a part of Europe where East meets West and old traditions linger in the air like the melodies of a Hungarian violin. Hungary's beloved paprika spices foods as far off as Oshkosh. Its favorite card game, less widespread, is probably the oldest known to European culture. Its name is:

TAROK... Here, a special 54-card Tarok pack is required. For a Tarok party, try to devise the pack (if unavailable) by combining two identically backed American packs and giving the faces "Tarok markings" in accordance with the rules of the game. Then, plan a how-to-play-Tarok evening! (The game, incidentally, is best played by *three* at a table.)

Invitations: For your Tarok party invitation, cover the faces of used American playing cards with labels saying — "New-Old Faces, Old-New Pack! Here from Hungary for Your Bidding. So Old It's New, the Game Is Tarok!"

Decorations: Hang toy violins (or violin cut-outs) and garlands of crepe paper about the room. Drape the furniture with flower-hued fabric "shawls." Place bouquets in large vases on tabletops and on the floor. Set a compote of fruit and nuts between crossed toy swords at the vacant 4th place at each Tarok table. Make the Tarok prizes an album of Hungarian violin music, a violin-shaped vase or pin, or a violin-embroidered handkerchief.

Refreshments: Hungarian goulash with dumplings, or chicken paprika; sour cream and paprika on the side; apple cake with whipped cream, or a strudel; coffee sweetened with rock sugar; Tokay wine to toast the winners.



A SCANDINAVIAN SOCIAL

Way up north dwell Europe's friendly Nordics—in Denmark, Norway and Sweden. The Scandinavian countries reflect the health of the seas about them . . . their tall forests . . . and their pastoral countryside. And the happy glow of the Northern Lights pays tribute to fine Scandinavian artistry. Simplicity and simple pleasures please the Nordic heart, and so would a night of:

SWEDISH RUMMY . . . This card game (also known as EIGHTS) belongs to the Stops family. It is played with a regular 52-card pack. When four play, each player gets five cards in the original deal. Remaining cards, face down, become "stock." Top card of the stock pile, face up, becomes the "starter." Each hand in turn places a face-up card on the starter pile—matching the card shown, either in suit or denomination. A hand unable to play draws cards from the stock. But *eights* are *wild*, and can be played any time! They are top ranking, too. The aim is to play all cards in a hand.

Invitations: Use a colorful child's *mitten* to enclose the party bidding—"Let's Try Our Hand At Swedish Rummy!"

Decorations: Edge tables with colorful wheat. Use toy roosters or ducklings on parade as a buffet centerpiece. "Embroider" crepe paper aprons for the ladies and vests for the men; make blonde wool *wigs* for everyone! Devise flickering "Northern Lights."



Refreshments: A Smorgasbord Buffet is the thing—with Swedish meat balls, herring, salmon, cheeses, and other hot and cold treats; apple cake; plenty of coffee.



LAND OF THE RISING SUN

Japan speaks for the fascinating Orient where ancient culture in traditional garb blends quietly with modern industry. It's a region of delicate fans and silks, bamboo and incense, kimonos and shoji screens and symbolic flower arrangements. Far Eastern sociability is a gracious ritual, with precise manners based on special rules. Small wonder that *playing cards* were first devised in the Orient—a thousand years back! The earliest cards were little decorated tiles . . . and in their honor, let's play:

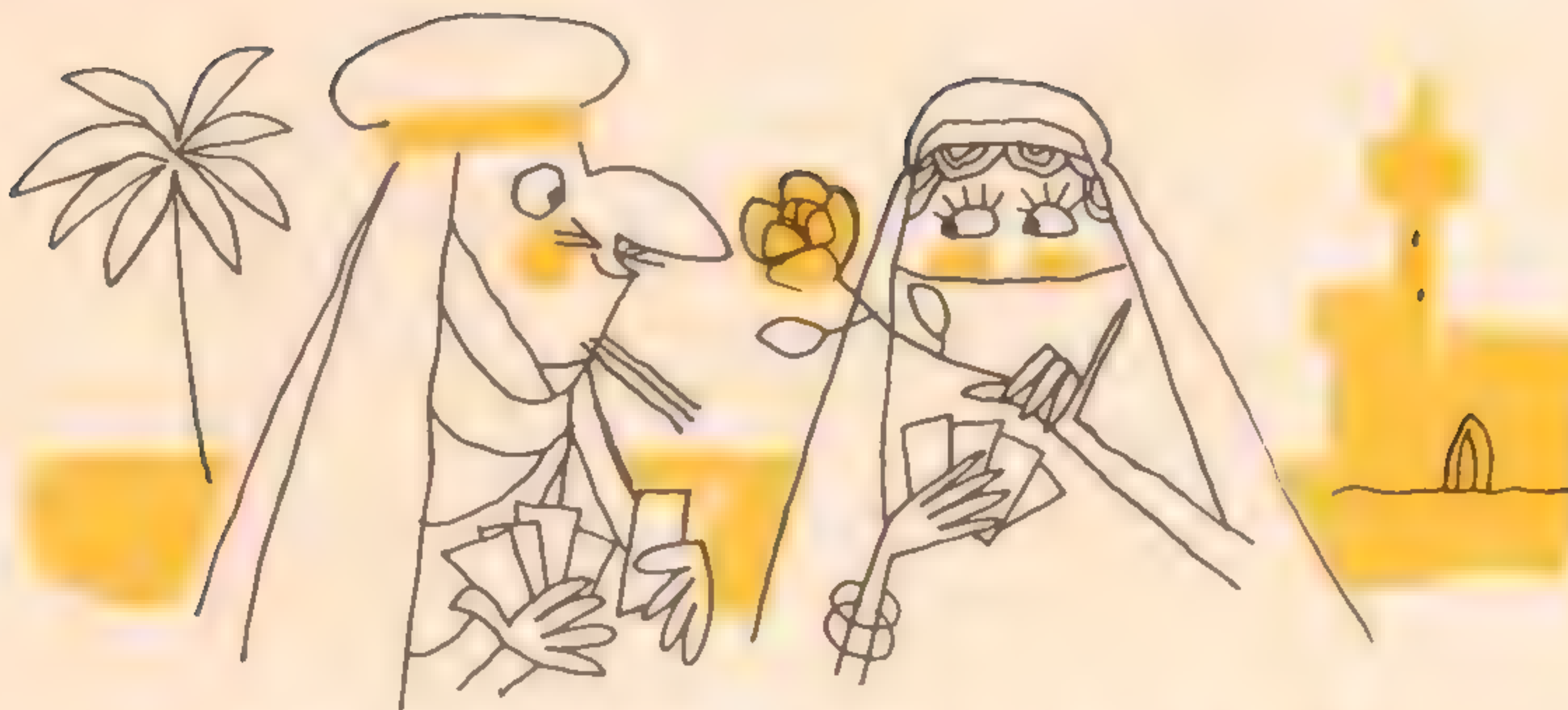
FAN TAN... Except for its romantic name, this card game is *not* Oriental at all. (The Oriental game of Fan Tan involves betting on soy beans taken from a pot.) But the name alone can inspire a Far Eastern mood! Fan Tan is played by 3 to 8, using a regular 52-card pack. It's a "building" game like dominoes. The aim: to play all dealt cards and win the chips in the pool.



Invitations: Inscribe your Fan Tan party invitation in red and black on crisp white tissue paper and fold it inside an Oriental fan. The wording might be: "Play Like Gay, Fan Like Tan. And in *Our Cards*, the Game is Fan Tan!"

Decorations: Arrange floor-cushions about Fan Tan boards (card tables set directly on the floor). Have guests wear housecoat "kimonos" and remove their shoes at the door. Distribute fans; burn incense. Deck the room with paper lanterns. Use dried beans as Fan Tan chips. Give Oriental prizes—incense burner, bamboo bird cage, Far Eastern print, ivory backscratcher, etc.

Refreshments: Sukiyaki cooked right on the buffet table, lobster tempura, or fried shrimp; lots of rice; rice cakes; Oriental tea; almonds. And don't forget the chopsticks!



THE PERFUME OF ARABY

In Asia's Near and Middle East, the sands of time still shift. Here dwells both the fuel oil for the 20th century and the rose fragrance of Scheherazade and her Arabian Nights. The culture of a traditionally nomadic people has found roots in Mecca, Damascus, Baghdad and Teheran. This culture has spread, too — in silent ways. The ancient Persian card game of AS NAS, for example, was almost identical to America's original Poker! And "the sign of the Tiger" (a Persian-named animal) once hailed the worldwide play of a card game still popular in Arabic circles:

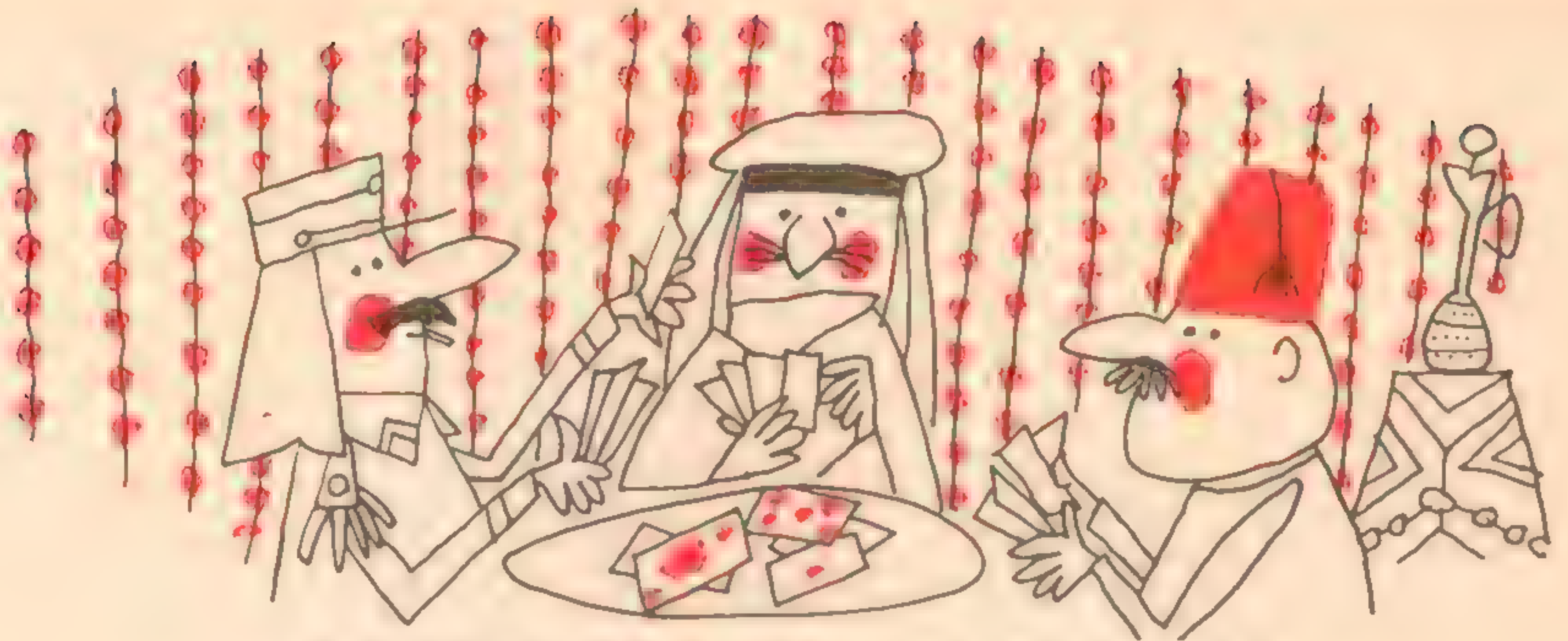
FARO... This banking game (dubbed "bucking the tiger") can be played by any number, using a regular 52-card pack, chips for betting and pennies to "copper" bets. (A chip alone bets that a card will win; a "coppered" chip that it will lose.) Each player plays for himself and bets against the house, represented by the Faro dealer. The basic betting is on the ranks of "win" and "lose" cards.

Invitations: Collect pictures of tigers to paste on invitation cards and mystify your friends with—"The Sign of the Tiger Says 'Faro.' Come and Buck the Beast at Our House, Next Friday at 8:30."

Decorations: Provide face veils for the ladies, and towels and headbands to make Arabian headdresses for the men. (And if your party is all-women, count on one man anyway — as dealer — to "make it a harem.") Cover the Faro and buffet tables with a tent-roof. Buffet centerpiece — a toy tiger and tiny palm on a mound of sand. Use a dates package for a dealer's box; different colored nuts for Faro chips (. . . and the pennies for "coppering.") Faro prizes — Attar of roses or rose sachets; smart face and head veils.

Refreshments: Lamb kebabs or eggplant stuffed with lamb and nuts; string beans with olive oil, or minted tomato and cucumber salad; rice-stuffed baked apples; mint tea; dates and figs.





ALGERIA OF AFRICA

The Mediterranean seaport of new Algiers climbs sharply, but stealthily up toward the city's old Moorish citadel — world-famous as the Kasbah, the native quarter with its maze of cavernd staircases and the pervasive memory of "Pepe le Moko." Like its key city, the whole of Algeria is a spicy combination of Berber and Arab, French, Italian and varied influences. It also has the Atlas Mountains (according to legend, a god transformed) and much of the vast Sahara Desert, home of the French Foreign Legion. Among other French contributions is the card game called:

BÉZIQUE . . . This card game is for 2, 3, or 4 players, depending on the version played, and it is remarkable for the number of cards it uses. (64 cards for 2-handed Bézique, comprising the A's down through the 7's of two regular packs; 96 cards from three packs for 3-handed Bézique; 128 cards from four packs for 4-handed Bézique. There's even a very popular 6-pack Bézique for two players, using 192 cards!) Pick your version and have the Bézique rules ready to guide your party.

Invitations: "Come with Us to the Kasbah! The Plot Is 'Bézique'."—written on a French-numbered label glued to a small stone.

Decorations: Curtain doors and windows with hanging streamers. Put dim pink lights in lamps. Have guests wear hoop earrings. Mark each Bézique table with a French-numbered rock — matching invitation numerals for partner-finding. Have a caged bird fluttering among rocks on the buffet. Bézique prizes — "Pepe," the bird-in-cage; bags of bath oil jewels; a tiny flashlight for Kasbah exploring; a thermos for Sahara camping.

Refreshments: Sardines and olives; Algerian Couscous ("fau-fal" wheat with chicken, lamb, chick-peas and vegetables), or chicken with sweet potatoes and sautéed bananas; stuffed date salad; grapes and apricots; minted tea or spiced black coffee.





DOWN UNDER IN AUSTRALIA

The earth's littlest continent (about the size of the U.S.A.) still has room for settlers to help develop its sparsely populated hinterlands — more commonly associated with Australia's most unique kangaroo, koala, wild dingo dog and the Indians of the "bush." Australia, in fact, has two distinct faces: a progressive modern culture, British in flavor, and an aboriginal culture that's truly primitive. The former comprises the friendly Aussies we know — those folks from *down under*, who'd be delighted with a round of:

HIGH-LOW-JACK... This card game has also been called ALL-FOURS, SEVEN-UP and OLD SLEDGE, and it's a close relative of PITCH, CINCH and CALIFORNIA JACK. It began in England in the 17th century and travelled to America as one of the principal Colonial card games. It went with the English to Australia, too, and to their other settlements. The game is played with a regular 52-card pack by two, or three, each for himself, or by four in 2 partnerships. The score gives special value to High trump (ace), Low trump (deuce), Jack of trumps and to the 10 in Game.

Invitations: Make pouched envelopes like kangaroos, for "Hello, Jack. High-Low-Jack. Let's Go Down Under with a Playing Card Pack."

Decorations: Arrange branches in "bush" formation about each card table. Cover the buffet table with maps of Australia. Construct a kangaroo centerpiece of paper with multicolored balls of wool tumbling from her pouch and surround with mimosa. High-Low-Jack prizes—Imported items of Australian wool; a toy kangaroo; boomerangs (Australian Indian weapons) as booby prizes.

Refreshments: Seafood hors d'oeuvres; roast lamb, or "Toad-in-the-Hole" (beef or chicken pie); string beans and onions; cheese-curry biscuits; fresh fruit; hot tea; assorted "sweets."





IMPORT FROM ARGENTINA

The Argentine, christened for “silver,” is more generally renowned for its beef cattle and for the dashing Gauchos who tend the herds on the pampas — the wide treeless Argentina plains. It’s famous, too, for the graceful tango, and remains one of the most cultured countries in South America. Buenos Aires, its key city, is very cosmopolitan and very sociable. So it’s small wonder that Argentina is the mother of one of the world’s current card game favorites (tops, in fact, in the U.S.A.). The name? Of course:

CANASTA... This card game is so familiar that it barely needs description. But do you know that “Canasta” in Spanish means “Basket”—literally translated—and the game is so called because players meld cards like “basket-makers.” That’s why its other name is BASKET RUMMY. In keeping with Canasta’s South American origin, there are SAMBA, BOLIVIA, CHILE and URUGUAY versions, too. Canasta is basically a card game for four players, playing as partners with a 108-card pack made by combining two regular 52-card packs plus 4 jokers.

Invitations: Make basket invitations. Glue a playing card to the inside to announce “Canasta’s in the Basket!”

Decorations: Cut out crepe paper ponchos for each guest. Deck the room with a profusion of baskets — to hold card packs at each game table, to offer nibble-foods, to contain a buffet centerpiece of bright red flowers and playing cards on reed-stems. Perhaps, transform an oblong buffet table into a Gaucho horse with a crepe paper “blanket” and a “head” and “tail” at opposite ends. Canasta prizes should be both Latin and basket-y — a wicker wastebasket full of South American treats, or castanets in smaller baskets.

Refreshments: Sausages and peppers; charcoal-broiled steaks; coconut cream filled cookies; South American coffee.



MEXICO WAY

Our South-of-the-Border neighbor is no stranger! Yet, this Spanish-speaking land—equally close to Central America and South America—is a “foreign” country, too. Its exciting music, zestful foods, remarkable colors in architecture, textiles, flowers and pottery, its craftsmanship in silver and leathers, and its very Latin love of the bullfight, make it a *nearby* faraway place full of many pleasures—not the least of which is the card game:

CONQUIAN... With a name derived from the Spanish “Con Quien?” (or “With Whom”), Conquian is the ancestor of other Rummy games and of PANGUIGUE (the popular gambling game of PAN). It is also known in the U.S.A. as COON-CAN. Conquian is played by two at a table with a 40-card pack made by removing all kings, queens and jacks from a regular 52-card pack. The 10 is high card in the play. The object is to meld cards. “Con Quien?” or “With Whom?” involves the decision to keep or discard turned-up cards.

Invitations: Cut up Mexico travel folders for “Won’t Your Sombrero Meet Our Sombrero — at Conquian Cards with All of Us?”

Decorations: Sombreros and serapes and all things Mexican are lively Conquian Party décor. Use a guitar draped with flowers as buffet centerpiece, or set the flowers inside the largest sombrero you can find. Place a straw or ceramic burro (or similar Mexican figurine) at each game table to hold Conquian chips—jumping beans, perhaps, from a novelty shop, dried kidney beans or kernels of corn. Conquian prizes might be a Mexican Mariachi recording, Mexican jewelry, glassware, or a Mexican-crafted tray.

Refreshments: Avocado mix with corn chips; chicken Enchiladas (stuffed cornmeal pancakes) and black beans; Tamales or Chili con Carne; cocoa-coffee with cinnamon; pumpkin seeds.





NEW ENGLAND IN THE U.S.A.

Here's a charming region of quaint white churches and gable-roofed white houses set in a historic green countryside blending wooded hills with a salty coastline. It's a land of early English settlers, too, and at a social evening up in Yankee Patriot country, you just might find them playing the old English card game called:

WHIST... This game is played by four players per table, two against two as partners. So divide your party guests into tables of four, and it's a custom to number the tables so that losing partners can progress after each game. Each table then cuts anew for partners and dealer. A regular 52-card pack is used in the Whist play — two packs, in fact, of different back designs, as one pack is shuffled while the other is dealt.

Invitations: A "Hear Ye! Hear Ye! A Game of Whist This Night" invitation sent out on cardboard cut like a New England hornbook, or inscribed on a parchment-like scroll of paper.



Decorations: Provide Yankee Doodle hats for the dealers at the different tables. Give each table a supply of feathers to be used in counting up the score. Decorate the room with bean pots of flowers and, if possible, hang ears of bright Indian corn at card table corners. Plan as prizes — an "early American" candleholder; a New England cookbook; jugs of maple syrup and honey.

Refreshments: New England clam chowder; baked beans with brown bread; Indian pudding and rum-flavored coffee, or doughnuts and apple cider; maple sugar candy to nibble on.



SOUTH OF THE MASON-DIXON LINE

Way down in the sunny Southland, a spirited tradition reigns along with graciousness, good manners, soft voices and stately architecture. The great old days and grand old ways have a special meaning to the Southern spirit, and ladies and gentlemen gathered for an evening of old-fashioned sociability just might try a gamblin' hand—all in fun—at the card game known “formally” as:

TWENTY-ONE (or more familiarly as BLACK JACK)... Here's a game with a riverboat flavor and a bit of the mood of mellow plantation nights. Twenty-One is played by two to fourteen players, taking turns as dealer in charge of the changing bank. (A “black jack” in a pre-game deal determines the first dealer.) A regular 52-card pack is used. Face cards rank 10; ace, 1 or 11 (at the holder's option); other cards, their pip value. Players bet with chips on the first card dealt to them. Object of the play is to get a count of 21 in card values without going over 21. A “natural” or “black jack” is a combination of ace and face card or ten, with an exact count of 21, and its possession doubles bets. (Keep Twenty-One rules handy for betting, paying and other regulations.)



Invitations: Send each guest 21 watermelon seeds (or peanuts) to use as chips at the party. Enclose a dignified calling-card invitation with the legend—“Twenty-One's the Lucky Number . . . and You All May Be a Winner as We All Mosey Down to Dixie!”

Decorations: Provide parasols for the ladies and dashing moustaches for the men. Decorate the buffet with nosegays and ribbon streamers. Redeem chips for such prizes as melons, baskets of peaches, a caddy of tobacco, a potted mint plant, a whole ham.

Refreshments: Southern-fried chicken and biscuits, or black-eyed peas and ham; corn bread; pecan pie; brandy-flavored coffee; pralines and salted nuts.



MIDWEST AT THE HEART OF A NATION

The central section of our United States keeps the wheels spinning. It's a region of strength and skill and know-how . . . and of the folks who spell America. They're warmhearted, yet practical . . . relaxed, yet well-organized. Both work and play rate their enthusiasm. And there's a very special card game that claims the Midwest as its origin. Its name is:

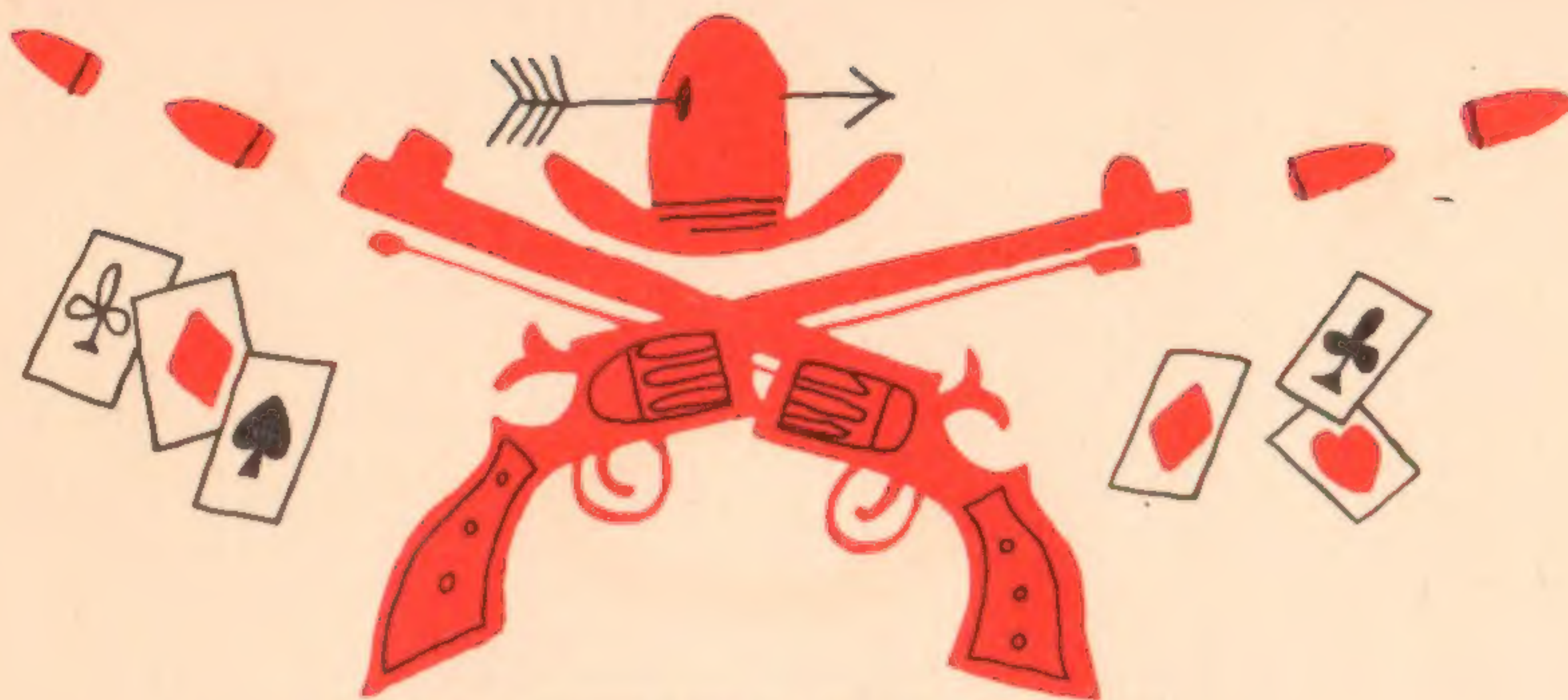
FIVE HUNDRED . . . This early 20th century game is based on Euchre . . . is intermediate in skill between Euchre and Whist. Five Hundred is best played by *three* players, each for himself. It uses a 33-card pack, made by discarding all cards below the 7's from a regular 52-card pack and adding the *joker*, which is always the highest trump, followed by "right bower" and "left bower" jacks as in Euchre. The deal is 10 cards per player, plus a 3-card "widow" which the contractor of the high bid takes into his hand (discarding 3 other cards). Five Hundred scoring follows set schedules. The game is won by the first players to reach plus 500 for tricks.

Invitations: Five hundred dollar bills (in play money) make natural invitations to a Five Hundred party. Write on each bill, or string together five one hundred dollar bills as a backing for labels saying, "Who, What, When, Where and How About It?"

Decorations: Use the same play money for streamers and garlands. Combine with small American flags in table and buffet centerpieces. Make the grand prize a bag of 500 pennies. Other prizes — tiny brass eagles.

Refreshments: Hamburgers on soft buns with American cheese, onions and catsup; potato salad; ice cream sundaes topped with whipped cream, or a richly frosted layer cake; Coffee; America's most popular candy bars for during the play.





WESTWARD HO

Our Western United States has its own great ways stemming from the rugged drive of the prospector and covered-wagon pioneer. It's the land of the wide-open spaces that songs are sung about and of the direct and friendly people who love a good party. Card playing has been part of the West since the West began and most famous for its Western twang is that pistol-packing sport called:

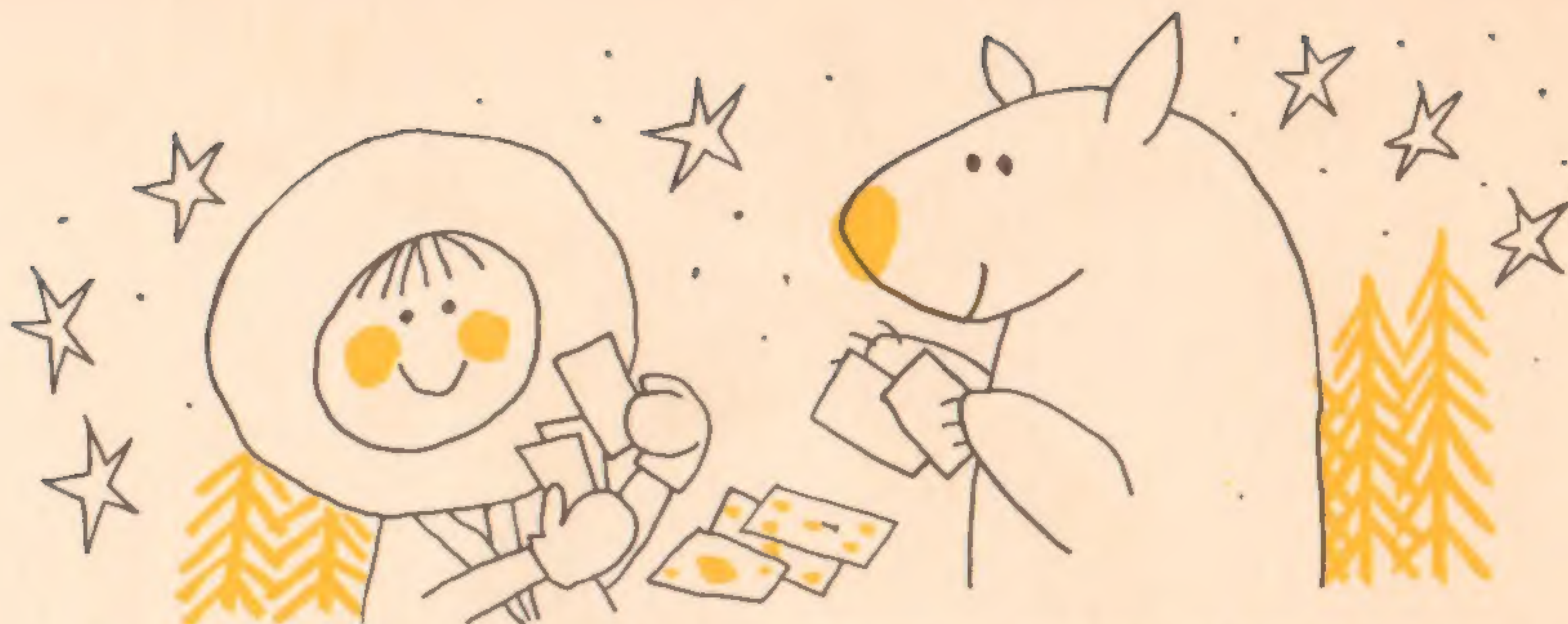
POKER... This card game has two basic versions — Draw Poker and Stud Poker. Fundamentally, it involves betting on the value of a 5-card Poker hand — “Royal Flush,” “Straight Flush,” “Four of a Kind,” “Full House,” “Flush,” “Straight,” “Three of a Kind,” “Two Pair,” “One Pair” in that order, followed by the no-pair hands of different values. In Poker, each man plays for himself, betting with chips put into the pot, and hoping to win the whole pot with the best Poker hand in the “showdown.” A regular 52-card pack is used for both Draw Poker (best for 6 or 7 players) and for Stud Poker (best for 7 to 9 players).



Invitations: Spell out your invitation with bright-colored Poker chips, with labels bearing the “invite” glued to their faces.

Decorations: Provide cowboy hats for one and all — for each Buffalo Bill and Annie Oakley. Equip the Poker table with a child's toy pistol in a holster to keep “law and order.” Use a horse shoe to rake in the pot. Vary the fun by having bottle caps of different colors for poker chips, and supply for the pay-off “nuggets of gold” snipped from gold-colored scouring pads. Real silver dollars make dandy Poker prizes.

Refreshments: Caesar salad; thick steak sandwiches with barbecue sauce; sweet-potato pie; large mugs of coffee; rock candy, licorice pipes and cigars.



ALASKA—THE FORTY-NINER

Way up in the great Northwest of North America, beyond the Klondike region of Canada and a good part over the Arctic Circle, lies the 49th State of the United States — Alaska, land of ice and snow and Eskimos, Husky dogs and fish and furs, and a rich supply of coal, oil and minerals (including the gold that inspired a “49er” Gold Rush to Alaska in 1898!) Although Alaska’s small, important cities are active social centers, life in outlying areas can still be quite solitary. So let’s salute Alaska with a game called:

YUKON... This game of solitaire bears the same name as the Yukon River, Alaska’s major stream. It is played by one player with a regular 52-card pack. The cards are dealt into a special Yukon tableau, and aim of the play is to build up suits in sequences on the aces as they become available. Yukon — a blend of two other solitaire games, Klondike and Scorpion — is a pleasant game of skill. Yukon Party suggestion—An “Alone Together” party with guests competing with one another for success at Yukon.

Invitations: Use gold glitter lettering on snow-white styrofoam for each invitation to be—“Alone Together on a Yukon Night!”

Decorations: Provide each guest with a separate pack of cards and a white styrofoam ball with gold-headed hat pins for keeping his Yukon score. Dress up each game table with an Alaska centerpiece of violets and spruce boughs covered with gold glitter and soap-flakes snow — all on a base of styrofoam. Trinkets of fur, and seal or fish design items (scarfs, towels, etc.) are Yukon prize possibilities, as well as gourmet cans of Alaskan crab or salmon.

Refreshments: Baked stuffed salmon; iceberg lettuce salad with mayonnaise in snowy peaks; sugary potato doughnuts, or “Baked Alaska”; hot tea; crystal mints.



FLOWERS FOR HAWAII

Our beautiful 50th State of the Union is a lovely spot indeed. Its rippling blue Pacific waters, magnificent blossoms, luscious pineapples and coconuts, are all as famed as the sweet swaying music of the Islands. "Aloha" in Hawaiian means "love and kindness" as well as "Greetings!" And — just as if basking on the beach at Waikiki — a *card-game* "aloha" to Hawaii could be:


FLOWER GARDEN... This game of solitaire is laid out in a 36-card tableau called The Garden. The remaining 16 cards of a regular 52-card pack become a reserve called The Bouquet and are spread out in a fan beneath the tableau. The object (as in most solitaire games) is, finally, to build up each suit on its ace. The card "flowers" in The Garden tableau are built upon in downward sequence. The Bouquet's card "flowers" can be used for either play. For a Flower Garden Party — Plan an "Orchids to You" evening with guests playing numbered games of Flower Garden around one large table, while recorded Hawaiian music plays. Players then shift one seat to the right at the end of each tune and continue on that game. In the final reckoning, the Flower Garden winner is the player who originally dealt that Garden and Bouquet!



Invitations: Use an orchid-colored paper streamer for writing out — "Orchids to You! Let's Play Cards in Our Hawaiian Flower Garden." Combine with multi-hued confetti in an envelope.

Decorations: Crepe paper leis and head-flowers for the ladies are an essential. Cover the game and buffet tables with grass mats and edge them with Hawaiian "grass skirts." Decorate with ukulele, flowers and pineapples. Give orchids as Flower Garden prizes.

Refreshments: Hawaiian chopped smoked salmon hors d'oeuvre and thin wafers; chicken with coconut; tropical fruit compote; pineapple punch served in coconut shells; ripe pineapple cubes.

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- ♠ And so we've shuffled and we've dealt . . . Around the World in 20 good-fun card games. This booklet proves, we hope, the universal appeal of card-playing — varied from hither to yon by the special spice of different nations and races and regional groups.
 - ♥ The "foreign" mood in all instances is quite authentic, although the decorations and refreshments have been adapted for your ease.
 - ♣ As always, the *real* aim is an exciting card party and the refreshing challenge of learning a new card game. (And even non-card-players are pretty sure to find a game to their taste — somewhere in the world!)
 - ♦ Please let us know about your "travels" and feel free to write us for any further "travel tips" in card-game rules that you may need.
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